BRITAIN'S ONLY OFFICIAL SEGA COMIC

Sonic the comic

No. 13 DECEMBER 11th 1993
Britain's OFFICIAL SEGA COMIC
£1.10 Every Fortnight

starring SONIC THE HEDGEHOG

PLUS

YOUR SOARAWAY SEGA SUPERSTARS:

ECCO

DECAP ATTACK

GOLDEN AXE

WIN!

A MEGA DRIVE, MEGA CD

&

EXCLUSIVE GOLD GAME DISC!

STC3 Archive

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

'Tis the season to be jolly - or so they say. I'm certainly feeling jolly - jolly well fed up!

Those lazy humes started their Christmas party about a week ago and have left me to produce Britain's top Sega-powered comic almost single-handedly! That normally wouldn't be a problem for such a talented droid as myself, but I was also landed with the job of producing, not one, but two issues of the brilliant new **Sonic The Poster Mag**, organise competitions, decorate the office, write the Christmas cards and keep the humes' party stocked with large packets of smokey bacon flavoured crisps! Phew, glad I installed my heavy-duty batteries!

Though I do say so myself, I'm pretty chuffed with **Sonic The Poster Mag**. Two mega-brilliant posters, backed up with great features - and only £1.35 each. If you haven't already got one, rush out and buy **STPM** no.1 now. It features a giant poster of Sonic in underwater action, and reveals stacks of info about the new Sonic The Hedgehog TV cartoon series. **STPM** no.2 stars ol' Egg Breath himself, Doctor Robotnik, in another giant poster and features detailed hints and tips on how to defeat the bad Bosses in the new Sonic Chaos game.

Now, wasn't there something I was going to tell you about this issue concerning a new series? Oh, yes. The newest STC superstar joining us next issue is...Tails! That's right, so many of you have begged us to let Tails have his own series, that that's just what we're going to do. So, stand by, Tails fans - your hero begins his adventures in two weeks' time in our special Christmas issue!

Gotta go now, those lazy humes have run out of crisps again.

Megadroid

S.T.C. NEWS

TAILS FLIES SOLO!

Dateline: Emerald Hill Zone. Miles 'Tails' Prower, constant companion of Mobius hero, Sonic The Hedgehog, has mysteriously disappeared from the Zone. Members of G.R.O.O.M., (Get Robotnik Out Of Mobius Movement), reported seeing the young, twin-tailed fox, disappearing into a strange portal that seemingly materialised out of thin air a few days ago. Witnesses claim to have seen other fox-like creatures through this unnatural doorway before it suddenly disappeared.

Just what has happened to Tails? A full report will begin in the very next issue of STC - the comic that tells it like it is!

SUPER SUBS

Having trouble getting hold of STC on a regular basis? About to move to some remote part of the planet, but can't bear to miss out on a single issue? Fret no more. . .subscribe to Sonic The Comic! That's right, from this issue, STC is available on subscription. Make sure of an entire year's supply of Britain's Only Official Sega Comic by turning to the back of this issue now.

Hint: STC Subs make great gifts. Drop a word in a generous adult's ear now.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up | down | non mover | new entry | re-entry

MEGA DRIVE

1 — MORTAL KOMBAT
2 NEW ALADDIN
3 ▲ ULTIMATE SOCCER
4 ▼ JUNGLE STRIKE
5 — SONIC THE HEDGEHOG 2
6 ▼ MICRO MACHINES
7 NEW DAVIS CUP WORLD TOUR
8 — MALPA HOCKEY 1994
9 ▲ THE TERMINATOR
10 ▲ LEMMINGS

MEGA CD

1 ▲ NIGHT TRAP
2 ▼ BATMAN RETURNS
3 — FINAL FIGHT
4 — SHERLOCK HOLMES
5 — ROAD AVENGER
6 ▲ WOLFCHILD
7 ▲ AFTERBURNER 3
8 ▼ PRINCE OF PERSIA
9 ▼ JAGUAR XJ220
10 NEW INXS-MAKE MY VIDEO

MASTER SYSTEM

1 — MORTAL KOMBAT
2 ▲ SONIC THE HEDGEHOG 2
3 ▼ ASTERIX
4 ▲ THE TERMINATOR
5 ▲ CHAMPIONS OF EUROPE
6 NEW SMASH TV
7 ▲ THE SIMPSONS
8 — ALEX KIDD IN SHINOBI WORLD
9 ▲ ALIEN STORM
10 ▼ GOLDEN AXE

GAME GEAR

1 — MORTAL KOMBAT
2 — SONIC THE HEDGEHOG 2
3 ▲ G-LOC
4 ▲ TAZ-MANIA
5 ▲ THE TERMINATOR
6 ▼ DONALD DUCK
7 ▼ JURASSIC PARK
8 ▲ MICKEY MOUSE
9 ▲ INDIANA JONES 3
10 ▼ SUPER KICK OFF

PENGUIN ELSPA > CHARTS < GALLUP

● **Editor:** Richard Burton
● **Asst. Editor:** Deborah Tate
● **Designer:** Clare Gillmore
● **Managing Editor:** Steve Hochkanus
● **Publisher:** Chris Power

THE GREEN EATER

Sonic THE HEDGEHOG

PLANET MOBIUS, RULED BY ROBOTNIK.

DEEP IN THE SCRAP-BRAIN ZONE, THE BADNIKS ARE BUILDING A TERRIFYING NEW MACHINE.

WORK FASTER, YOU SLIME!

Robotnik picks his favourites!

SING PRAISE TO THE GLORY OF DOCTOR ROBOTNIK!

BZZZ-CHAAAK!

BEEP!

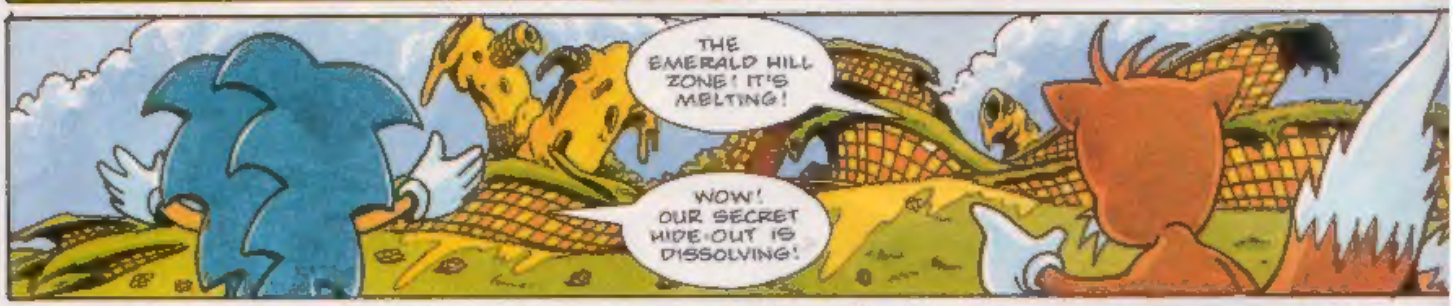
I-I CAN'T GO ON!

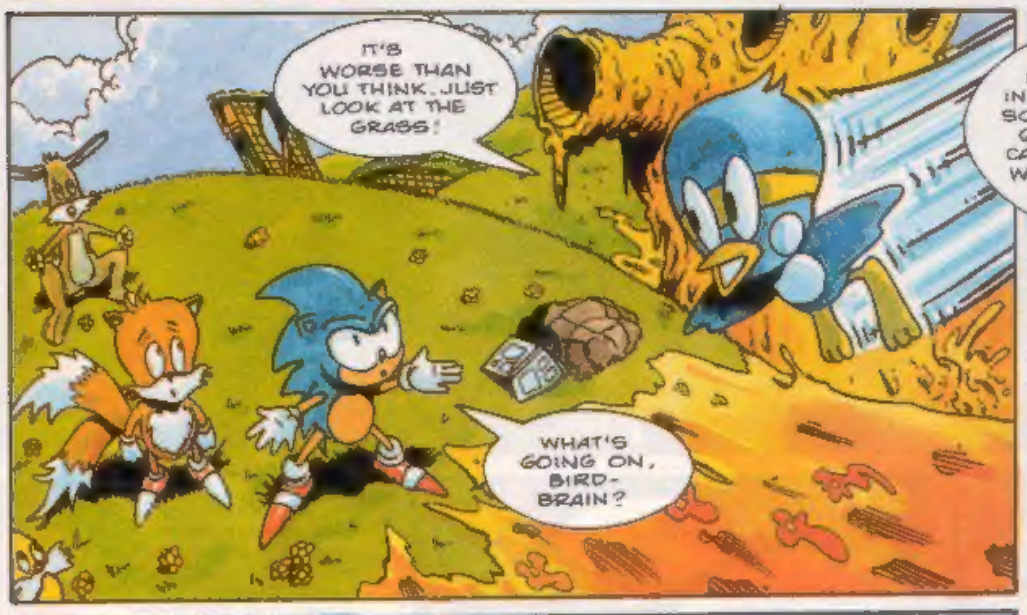
GET UP! I'M NOT DOING YOUR SHARE OF WORK!

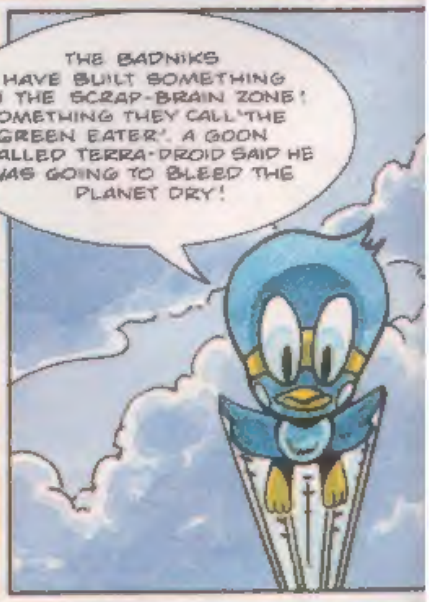
TERRA-DROID WANTS HIS SPECIAL PROJECT FINISHED TODAY!

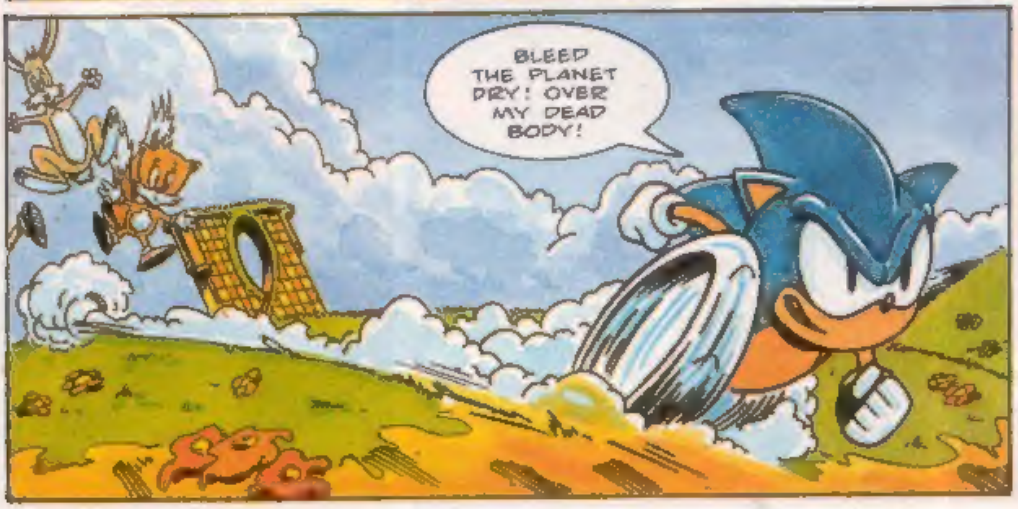
I WANT THE GREEN-EATER WORKING IN ONE HOUR, YOU WORMS! WORK TWICE AS HARD, OR FACE MY WRATH!

A REBEL HIDE-OUT IN THE EMERALD HILL ZONE.
HEY, SONIC! COME QUICKLY! YOU'RE NOT GONNA BELIEVE THIS!
WHAT GIVES, DUDES? I'M JUST CHECKING OUT WHAT THE WELL-DRESSED HEDGEHOG IS WEARING!


THE EMERALD HILL ZONE! IT'S MELTING!
WOW! OUR SECRET HIDE-OUT IS DISSOLVING!

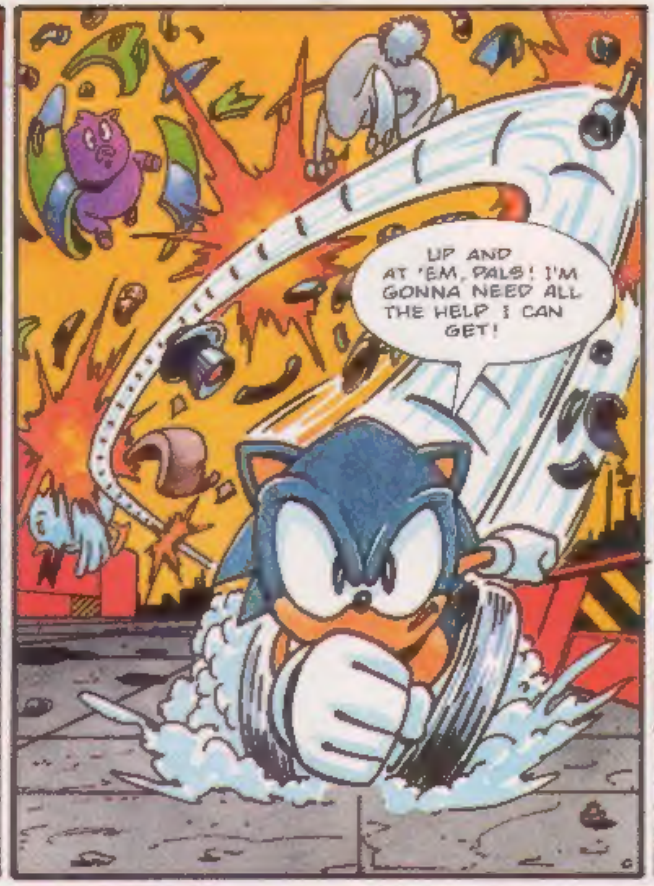

IT'S WORSE THAN YOU THINK. JUST LOOK AT THE GRASS!
WHAT'S GOING ON, BIRD-BRAIN?

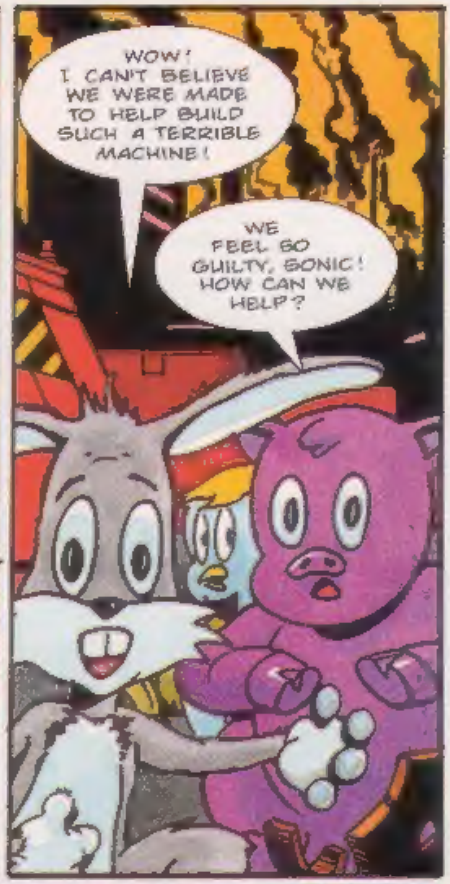

THE BADNIKS HAVE BUILT SOMETHING IN THE SCRAP-BRAIN ZONE! SOMETHING THEY CALL 'THE GREEN EATER'. A GOON CALLED TERRA-DROID SAID HE WAS GOING TO BLEED THE PLANET DRY!


BLEED THE PLANET DRY! OVER MY DEAD BODY!

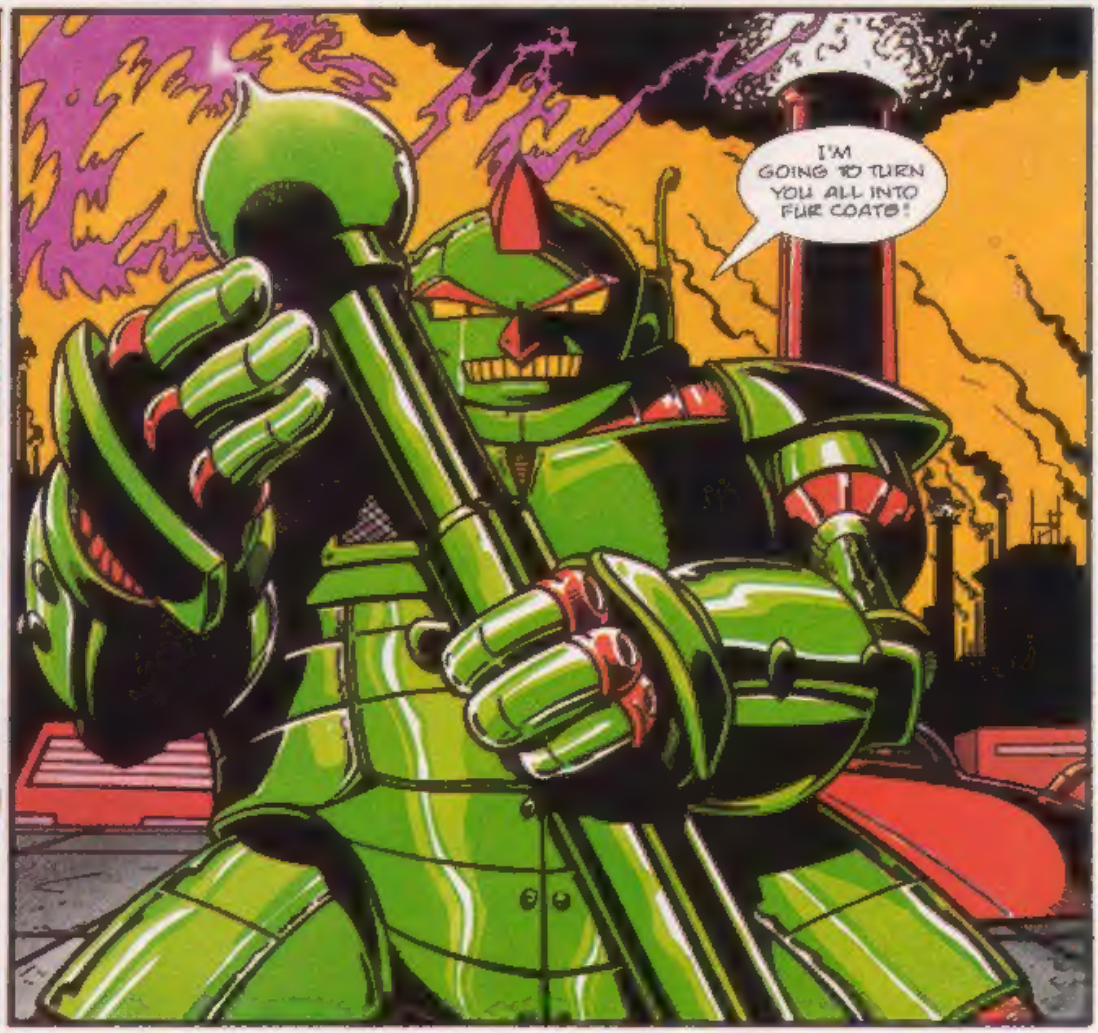
MAYBE THAT'S HIS PLAN, SONIC!

ONE BURST OF SPEED LATER...
OOF!
NO TIME TO PLAY AROUND, GUYS!


UP AND AT 'EM, PALS! I'M GONNA NEED ALL THE HELP I CAN GET!


WOW! I CAN'T BELIEVE WE WERE MADE TO HELP BUILD SUCH A TERRIBLE MACHINE!
WE FEEL SO GUILTY, SONIC! HOW CAN WE HELP?

WORRY ABOUT YOUR-SELVES, YOU MISERABLE LITTLE SLUGS!
WHO THE HECK?


I'M GOING TO TURN YOU ALL INTO FUR COATS!

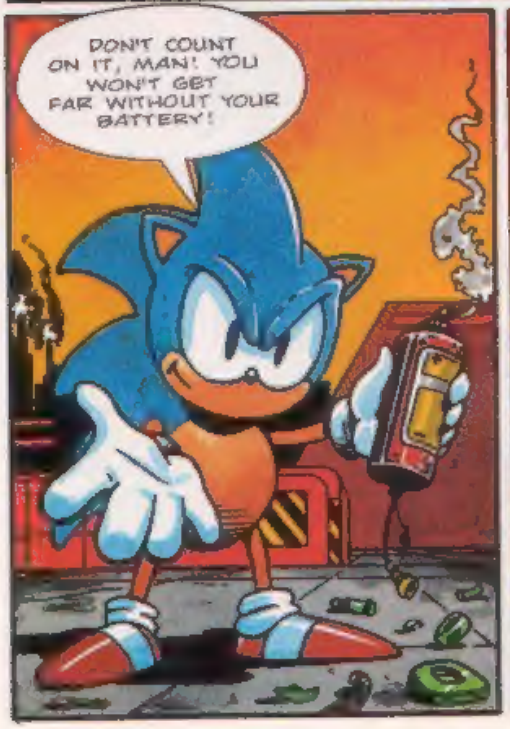
GRAA! I'LL RIP YOU APART, YOU RUNTS!
WE MUST DISTRACT TERRA-DROID...
ATTAAACK!
"...GOTTA GIVE SONIC A CHANCE TO TACKLE THE GREEN EATER."
ZOOOM!
THIS IS A CRAZY IDEA - BUT IT JUST MIGHT WORK!
I FIGURE I CAN RUN SO FAST 'ROUND THIS MACHINE, I CAN MAKE A MINI-TORNADO AND RIP THE SUCKER APART!
GOTTA... RUN FASTER ...THAN EVER BEFORE...
ZZIPP!
ZZAPP!
BLAMM!
JACKPOT!

HA! THAT'S MORE LIKE IT!
Robotnik picks his favourites' NOSE!
HOW DARE YOU BETRAY ME, YOU INSECTS! NO ONE CROSSES TERRA-DROID AND LIVES!
YIIKES!
DOCTOR ROBOTNIK WOULD BE PROUD OF YOU, TERRA-DROID.
HUH? WHY'S THAT?
YOU'RE ALMOST AS BAD A SCUM BAG AS HE IS!

COME ON, YOU LITTLE BLUE CREEP! GIVE IT YOUR BEST SHOT!
HEADS UP, PIXEL-BRAIN!

HAHAHA! WHAT A JOKE!
BOIIING!

YOU KNOW SOMETHING, WORM? THAT DIDN'T EVEN TICKLE! NOW IT'S MY TURN!


DON'T COUNT ON IT, MAN! YOU WON'T GET FAR WITHOUT YOUR BATTERY!

YOU... YOU... YOU RIPPED OUT MY BATTERY?
¡GULP!

DOOOM!

YOU GOT IT, PIXEL-BRAIN!

HOORAY FOR THE WORLD'S COOLEST HEDGEHOG!

HMM, I HADN'T THOUGHT ABOUT THAT!

WAIT A MINUTE! THE GREEN EATER JUST ATE OUR HIDE-OUT! WE'RE HOMELESS!

JUST A MOMENT, GUYS! I'VE GOT THE COOLEST IDEA!

LATER.

HOME SWEET HOME

TERRA-DROID WAS A BAD DUDE—BUT HE SURE MAKES A GREAT HOUSE!

SOMETIMES YOU AMAZE ME, SONIC!

HEY, THAT'S WHY I'M HERE, PAL!

NEXT ISSUE: ROBOTNIK MISSES THE CHRISTMAS SPIRIT

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega games systems.
STC REVIEWERS THIS ISSUE:
Steve May, Vincent Low.

SONIC CD

game type: ACTION
1 PLAYER

MCD

MD Mega Drive
MCD Mega CD
MS Master System
GG Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalville
70 - 80% - Pun City
80 - 90% - Big Time City
over 90% - Mega City!

Get ready for the ultimate *Sonic the Hedgehog* game! **Sonic CD** is the most amazing Sonic adventure to date, with over 75 levels to work through. You are up against old Egg-Features once again. Yes, Doctor Robotnik is back, fatter and uglier than ever. To beat him you not only have to work your way through many new zones, but you actually do some time travelling back to the past and into the future.

All the familiar Sonic moves are there - like dash and spin attacks - plus many additional new moves, like a speedy run, with Sonic's legs looking like rubber bands!

Like *Sonic 2*, collecting over a set number of gold rings warps you to a special bonus round. This time Sonic is running along a scaled road trying to collect rings while taking out alien ships above him. This is fast, fun and makes you incredibly dizzy!

What really helps to set this new Sonic romp apart from the previous cart-based games is the incredible music, which has some seriously huge 'choons' as well as mournfully soulful ballads.

The gameplay also has a few novel touches with Sonic taking super-leaps off floors to scale heights, plus there's also some weird springs rolling around on casters!

If you want to see what the Mega CD can do, then you will not be disappointed with **Sonic CD**. It has plenty of levels, fabby music, great gameplay combos, an amazing bonus round, and even a level select cheat!

There's lot's more about this game - in fact too much for the space available here. A glance at the mega-special preview of **Sonic CD**, STC 9's News Zone, will show you just how good it looks.

By the way, if you should happen to complete the game, you get to see a gob-smacking end sequence and some awesome scaling. Go for it! - VL.

FAST FAX

PUBLISHER	PRICE
SEGA	£49.99

GRAPHICS	85
SOUND	90
PLAYABILITY	90

RAVES: Brill graphics, sound and playability.

GRAVES: Not alot that's raw.

OVERALL 90%

SILPHEED

game type: ACTION
1 PLAYER

FAST FAX

PUBLISHER PRICE

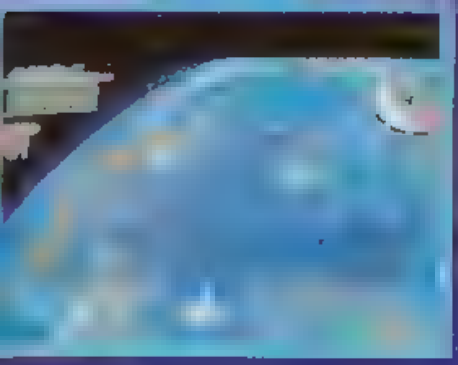
[illegible] 95

SOUND 80

PLAYABILITY 90

[illegible] [illegible]

85%



ECCO THE DOLPHIN

game type: ACTION
1 PLAYER

FAST FAX

PUBLISHER PRICE

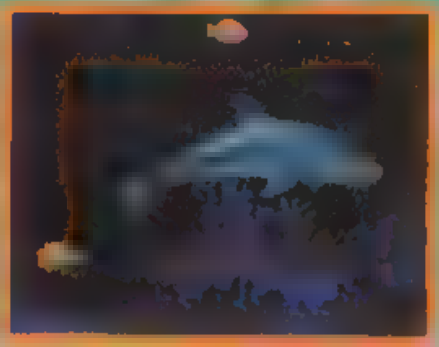
[illegible]ICS 85

[illegible] 90

PLAYABILITY 85

RAVES BRAVES

OVERALL 90%



PGA TOUR GOLF

game type: SPORTS
1 PLAYER

PGA Tour Golf s arted le as a sports sim for the PC Creators E ectronic Arts then issued l m pus n tr ck or two, on the Mega Drive and SNES Now Tengen eager to capital se on its good rep) have icensed it for all Master System and Game Gear owners albeit without most of its lush green gloss

What rema ns are the bare bones of a good golf game. The gameplay initial y looks qu te promising. The opening menu screen offers severa game options (a practice round, a visit to the driv ng range a putting green the f b own tournament) and the option of play ng against a computer generated opponent Sad y wha to ows s ea y no, worth gr q y s rs r a sw ng for

For starters, the graphic screens bu d s w y and he s ghtl a wh te ba bouncing about in a largely featureless green box, doesn't come close to fresh y cut grass and sandy pits

And Tengen can t blame the humb e Master System for the weak display Sega s own (ancient) *Golf Mania* is ev dence tha s E t conso e can del ver a go f game that's interest ng to look at and fun to play

It s not a l bad, though. Games can be saved with the battery back-up and resumed later on and the secret of a good slice takes time to learn

For what it s worth, there's very little difference between the Master System and the Game Gear vers ons of **PGA Tour Golf** but neither cart exhibits much in the way of an interesting noise - SM.

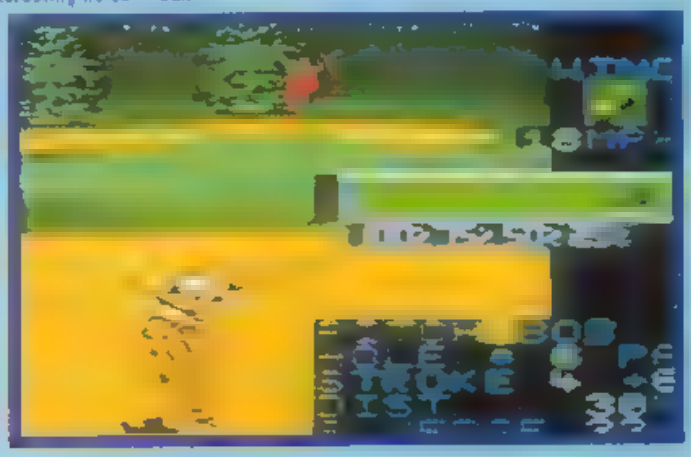
FAST FAX

GRAPHICS 39

SOUND 35

PLAYABILITY 45

54%



GAUNTLET IV

game type: ARCADE
1-4 PLAYERS

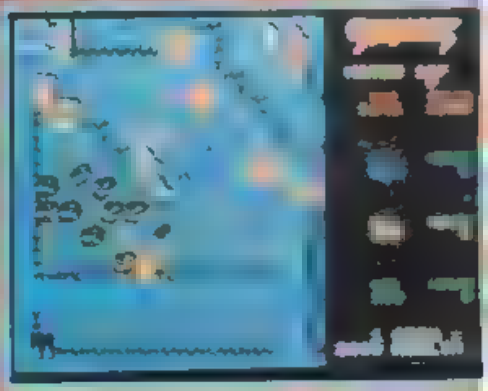
FAST FAX

GRAPHICS 62

SOUND 70

PLAYABILITY 65

78%



Ecco the Dolphin Part 3

FAR IN EARTH'S PAST, ECCO HAS DESTROYED A MYSTERIOUS MACHINE, ONLY TO BE PLUCKED FROM THE SEAS BY A TERRIFYING WINGED PREDATOR!

STOP! STOP! WHERE ARE YOU TAKING ME?

YOU ARE THE STRANGE MAMMAL I WAS TOLD OF DO NOT FEAR ME I AM TO TAKE YOU TO

THE ONE WHO WAITS!

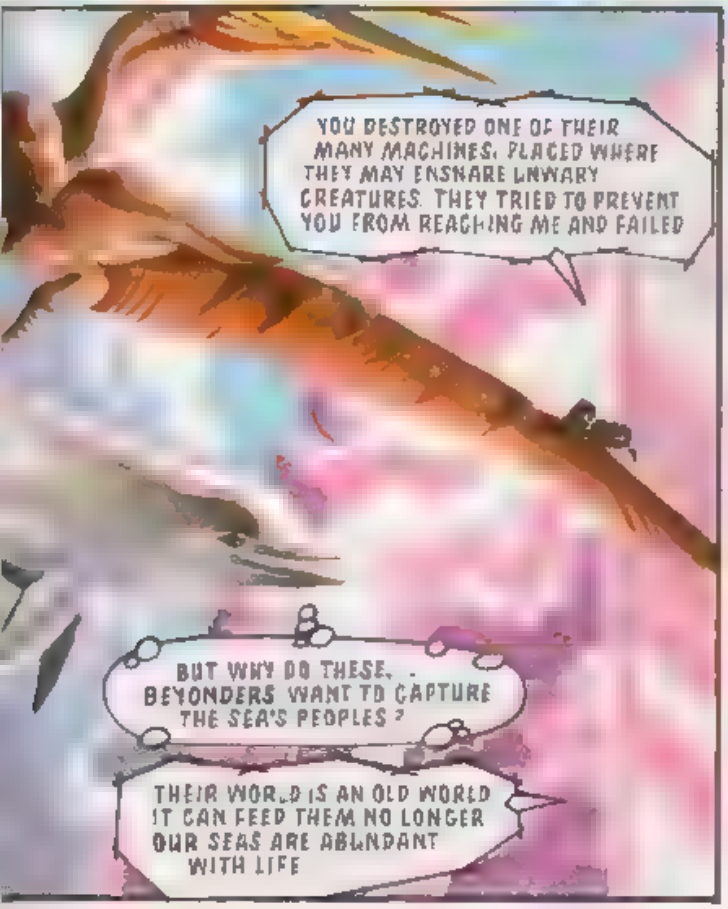
A SKY-GLYPH!

ECCO SENDS OUT A SONAR PULSE

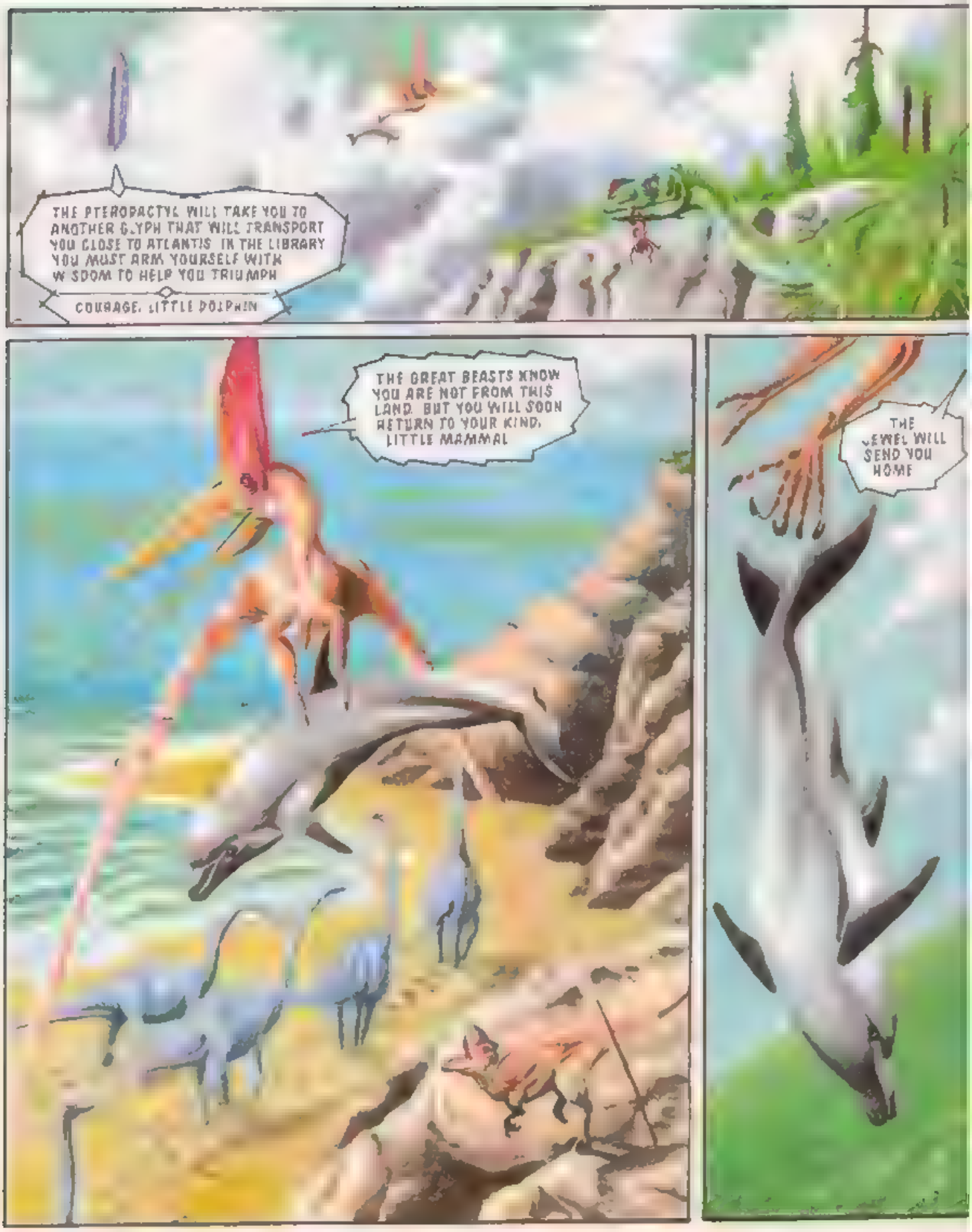
THERE IS MUCH YOU MUST HEAR, LITTLE DOLPHIN. BEFORE YOU CAN SUCCEED IN YOUR QUEST BUT MY KNOWLEDGE IS LIMITED WHEN I HAVE TOLD YOU WHAT I KNOW, YOU WILL HAVE TO GO FURTHER. **TO THE ABANDONED CITY OF ATLANTIS!**

A CITY? WHERE TAIL-LESS DRY ONES DWELL?
YES MEN MEN WHO BUILT ME AND MY SISTER GLYPHS AND FILLED US WITH THEIR WISDOM IN PREPARATION FOR YOUR COMING

LITTLE DOLPHIN, THE MENACE THAT HAS STOLEN YOUR FRIENDS AND ENDANGERED MY MAKERS IS NOT OF THE SEAS WE KNOW. NOT EVEN OF THIS EARTH. BUT FROM BEYOND THE SKIES THEMSELVES!


YOU DESTROYED ONE OF THEIR MANY MACHINES, PLACED WHERE THEY MAY ENSNARE UNWARY CREATURES. THEY TRIED TO PREVENT YOU FROM REACHING ME AND FAILED
BUT WHY DO THESE... BEYONDERS WANT TO CAPTURE THE SEA'S PEOPLES?
THEIR WORLD IS AN OLD WORLD IT CAN FEED THEM NO LONGER OUR SEAS ARE ABUNDANT WITH LIFE

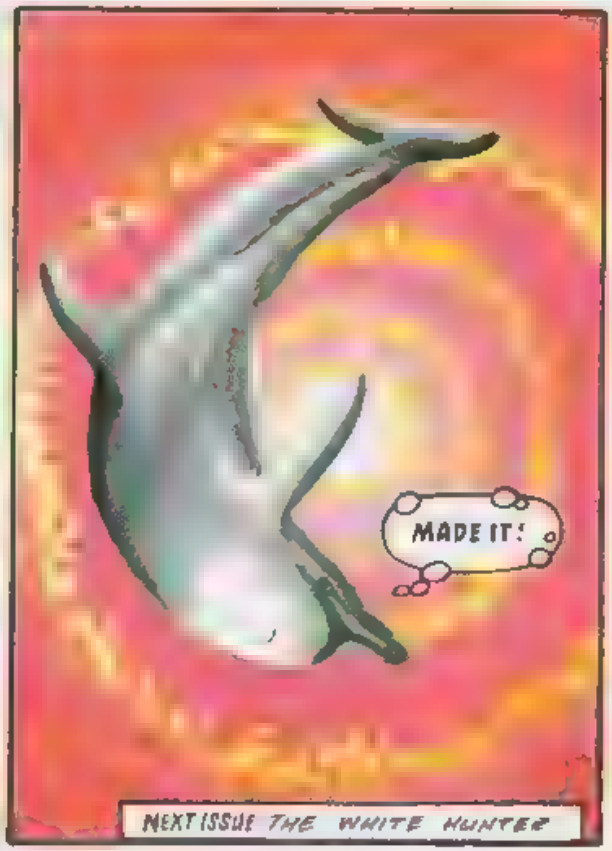
THE HEARTLESS MONSTERS BUT HOW CAN I FIGHT THEM?
IN ATLANTIS ARE THE MAPS AND THE POWER TO DEFEAT THESE BEINGS YOU MUST DESTROY THEIR MACHINES AND RELEASE YOUR FRIENDS. WE WILL SHOW YOU HOW


THE PTERODACTYL WILL TAKE YOU TO ANOTHER GLYPH THAT WILL TRANSPORT YOU CLOSE TO ATLANTIS. IN THE LIBRARY YOU MUST ARM YOURSELF WITH WISDOM TO HELP YOU TRIUMPH
COURAGE, LITTLE DOLPHIN
THE GREAT BEASTS KNOW YOU ARE NOT FROM THIS LAND. BUT YOU WILL SOON RETURN TO YOUR KIND, LITTLE MAMMAL
THE JEWEL WILL SEND YOU HOME

THE GLYPH AWAITS ME, BUT CAN MY SPEED BE GREATER THAN THIS ANCIENT HUNTER?

ARRRRR!
IT MEANS TO ENSNARE ME. I MUST GO FASTER JUST A FEW LENGTHS MORE

SPLINK!
QUICKLY, QUICKLY!


MADE IT!
NEXT ISSUE THE WHITE HUNTER

NEWS Zone

[illegible] and the Champions

Eternal Champions challenge street fighters

As hinted at in the Zone last issue, Sega is about to take you to the next level in fighting games! Eternal Champions is a big 24 Megabit tournament game for the Mega Drive, due for release next month.

Eternal Champions will seriously challenge *Streetfighter 2* with its new features and incredible depth of gameplay and storyline. The key to this new game is the fact that it was designed specifically for use at home rather than being just another arcade conversion. E.C. features over 300 moves with each of the nine starring characters having seven special moves of their own.

The scene is set in the far future with The Eternal Champion pulling together the greatest fighters from history to help save Earth's future. You have to choose a fighter and then beat all the rest of them before you eventually square up to the Eternal Champ in a battle to the finish!

The graphics are awesome with the biggest characters ever seen on the Mega Drive. Super sound samples give bone-crunching effects and some of the moves are blindingly fast.

Eternal Champions' nine characters are each unique in their appearance, fighting style, and special moves. If they (or you!) perform exceptionally well in battle there are also special end sequences to show their fates.

Midnight and Trident duke it out near the ancient city of Atlantis.

Eternal Rivals square off in old Salem, where witches and warlocks were burned at the stake!

Let's meet the Champs!

H.A.X. COSWELL
Half-man and half-cyborg from 2345 A.D. Fighting style: Thai Kick Boxing

JETTA
A circus acrobat from 1[illegible] A.D. Fighting style: Savate, the art of hand and foot fighting.

SLASH
A hunter from the dawn of time. Fighting style: Any move or attack that will cause pain or damage!

BLADE
Bounty hunter. Fighting style: Kenpo; a hand and foot method.

SHADOW YAMOTO
A corporate assassin from the present day. Fighting style: Taijutsu-Ninjitsu, combining the precursor to judo and the art of invisibility.

MIDKNIGHT
Once a bio-chemical scientist from 2181 A.D., now a living vampire. Favours the Hapkido fighting style.

LARGEN TYLER
An ex-cat burglar from 1920's Chicago. Fighting style: Praying Mantis Kung Fu.

TRIDENT
Amphibious gladiator from Atlantis, 110 B.C. Fighting style: Capo Geria, gladiatorial martial art.

XAVIER
A warlock and alchemist from Salem, 1692 A.D. Fighting style: Hapkido Cane.

The game features a whole host of options and play modes to help you define and refine your skills and you can play it with either three or six button pads!

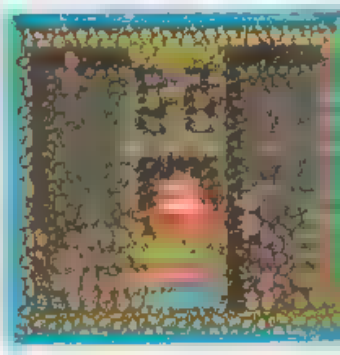
Eternal Champions is likely to be one of the hot games of 1994 and STC will be bringing you lots more information about the characters, the game and some mega-surprises we've got up our sleeves. Stay in touch with STC!

[illegible] MEAN ROBOTNIK

Doctor Robotnik cracks game market at last

[illegible]

Doctor Robotnik's Mean Bean Machine [illegible] Puyo Puyo [illegible] Columns



[illegible]

[illegible] Doctor Robotnik's Mean Bean Machine [illegible]

SEGA PACKS 'EM IN

PICK A SEGA XMAS BUNDLE

S[illegible] having problems with your Christmas list? What's taking so long? Can't decide what Sega consoles or games you want? We feast your peepers on this humongous list of Sega hardware software packs now available.

There are 4 different packs featuring over 30 different games with prices ranging from around £50 to around £[illegible]50. If you can't find your dream Combo pressie amongst this lot, then you deserve to spend Christmas watching the Queen's speech and repeats of 'Beadles About'.

MEGA DRIVE PACKS

ALADDIN PACK £129.00
Mega Drive II + Aladdin 2 control pads

SONIC PACK £139.00
Mega Drive II + Sonic 1 & 2 2 control pads

STREETFIGHTER PACK £149.00
Mega Drive + Street Fighter Special Champion Edition 2 control pads

GOOD BAD & UGLY PACK £149.00
Mega Drive II + Sonic 2 The Terminator James Bond 2 control pads

MARVEL PACK - £129.00
Mega Drive + X Men Captain America 2 control pads

UNBELIEVABLE VALUE PACK - £149.00
Mega Drive + Tazmania 90 Super Hang On Columns John Madden's Football EA Hockey Leaderboard Golf 2 control pads

WILD AND WET PACK - £149.00
Mega Drive II + Tazmania 90 Super Hang On Columns Ecco The Dolphin Taz Mania 2 control pads

MASTER SYSTEM PACKS

SONIC PACK £49.00
Master System + Sonic The Hedgehog

SUPER SONIC PACK £69.00
Master System + Sonic 1 & 2

UNBELIEVABLE VALUE PACK - £69.00
Master System + Super Kick Off Olympic Gold Sonic The Hedgehog Trivial Pursuit

SATURDAY NIGHT AT THE MOVIES PACK £89.00
Master System + Batman Returns The Simpsons Alien 3 Sonic The Hedgehog

GAME GEAR PACKS

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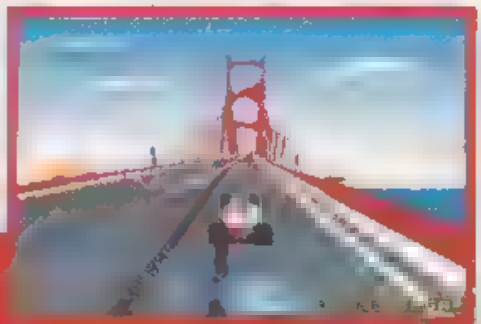
PUZZLE PACK - £99.00
Game Gear + Columns Klax Pop's

RESCUE PACK £99.00
Game Gear + Columns Global Gladiators Prince of Persia



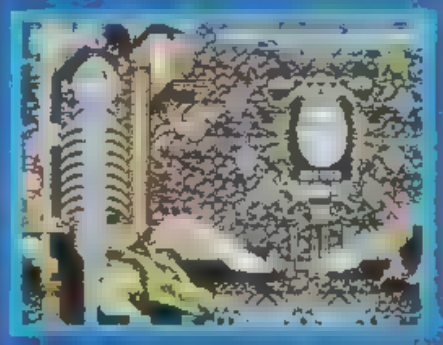
VIRTUAL RACER

State-of-the-art racing game roars towards Mega Drive

[illegible]

[illegible] incredible as it may sound, this game is already faster than the arcade game! With exactly no [illegible] on the pa[illegible]

[illegible]



The Legend of the GOLDEN AXE

Power of Sorcerers 3

YOUCH! MY ARM STILL HURTS

WHY DIDN'T YOU FIGHT HER GILLIS?

GET HER OFF ME GILLIS, OR IT'LL BE POISON IVY INSTEAD OF GRAPES

YOU CAN LET HER GO NOW

TYRIS FLARE MEET YUKI-PLANTCHARMER MY 'QUIET' LITTLE SISTER

I DIDN'T KNOW YOU HAD A SISTER GLAD TO SEE SHE'S GOT YOUR CHARM AND GOOD MANNERS

XE SOME GRAPES

YOU'RE LUCKY GILLIS STOPPED ME BEFORE I HURT YOU BLONDIE

HA HA LOOKS LIKE YOU'RE GOING TO HAVE TO TAKE YUKI WITH YOU, GILLIS

YOUR FRIEND TYRIS-FLARE CAN STAY AS OUR GUEST WHILE HER WOUNDS HEAL

YOUR FIRST PRIORITY IS TO RESCUE QUEEN SILPANTIA DRAGONTAMER FROM THE HIGH PRIEST COBRAXIS AND HIS SNAKE CULT

WE'LL SEND IN OUR WARRIORS AS SOON AS WE KNOW THE QUEEN'S SAFE. THERE IS A SERVICE SHAFT WHICH SHOULD GET YOU INTO THE HAMMERYNTH UNSEEN

LATER IN A SERVICE SHAFT LEADING DOWN INTO THE HAMMERYNTH A MAZE OF CAVERNS WHICH LIES BENEATH ROCKGUARD

CAN'T YOU PEDAL THIS LIFT ANY FASTER? THE QUEEN'LL BE DEAD AND COBRAXIS WILL HAVE ALL OUR ENCHANTED METAL BY THE TIME WE GET THERE *

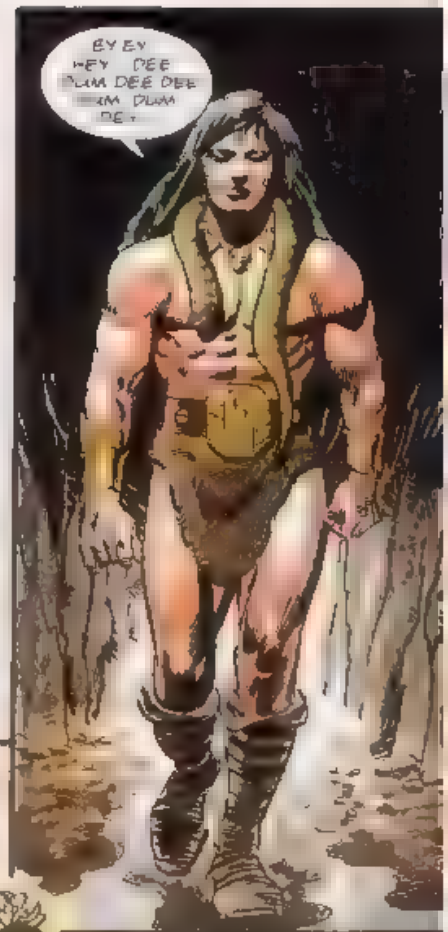
LET'S GET THIS STRAIGHT I'M IN CHARGE HERE IF YOU CAN PEDAL FASTER GO AHEAD BUT JUST KEEP OFF MY BACK

OF COURSE YOU'RE IN CHARGE GILLY-WILLY I WAS ONLY TRYING TO HELP

WHY COULDN'T I HAVE BEEN AN ONLY CHILD?

* COBRAXIS WANTS TO STEAL THE DWARVES ENCHANTED METAL

THIS WAY AND KEEP QUIET
I KNOW I'M


EY EY HEY DEE DUM DEE DEE DUM DUM DEE

AXE BATTLER HAS STILL NOT RECOVERED FROM THE HYPNOTIC SPELL OF THE SNAKE WHICH NOW HANGS AROUND HIS NECK
DEE GABBA GABBA

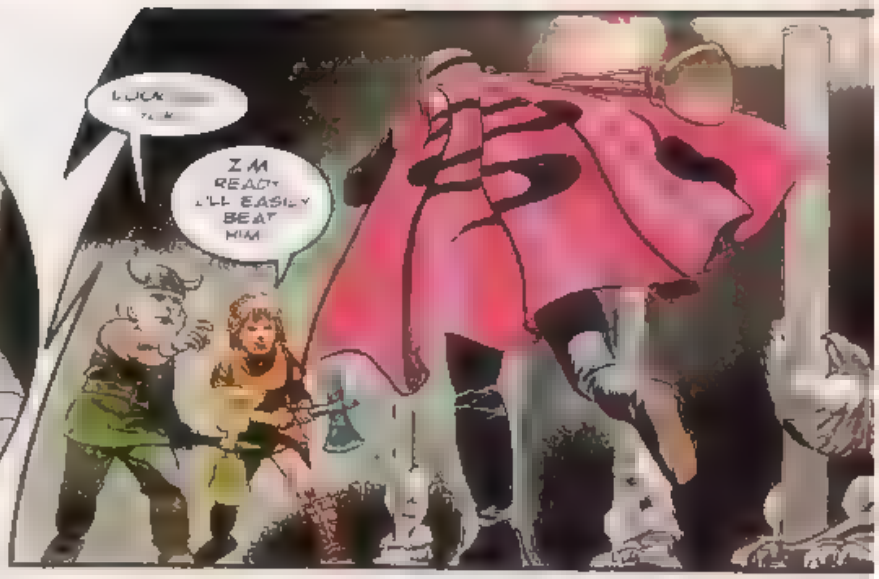
IF ONLY AX WERE HERE I WOULDN'T BE STUCK WITH YOU
IF HE'S SO GREAT HOW COME HE GOT LOST? WHAT'S WRONG WITH ME? I'M A GREAT FIGHTER AND I CAN SUMMON PLANTS
THAT'S ALL I NEED SOMEONE WITH A BLACK BELT IN FLOWER ARRANGING

DON'T BE SUCH AN OLD GROUCH GILLY YOU NEVER LET ME JOIN IN YOUR GAMES
THIS ISN'T A GAME YUKI I JUST DON'T WANT YOU TO GET HURT

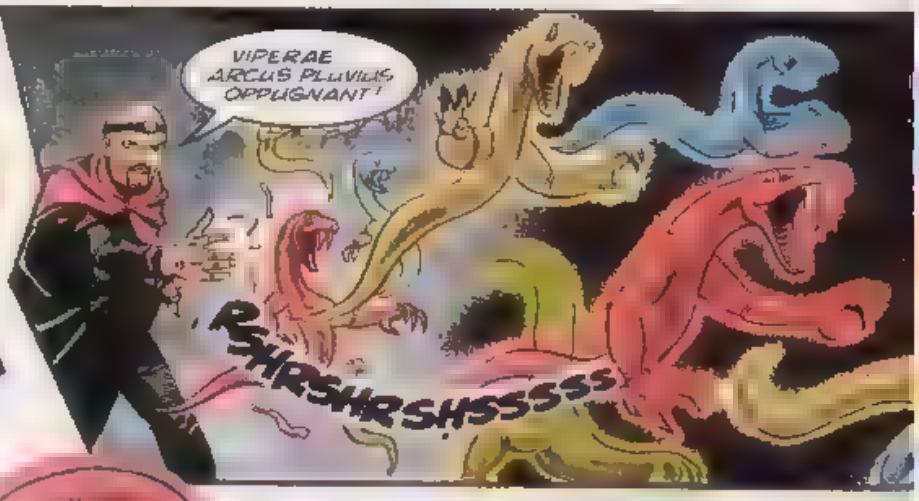
SSSCOBRAXSSS

THE HIGH PRIEST COBRAXIS
ONE WORD FROM ME AND THE CAGE OF SNAKES WILL START TO SQUEEZE QUEEN HEE HEE NOW TELL ME WHERE THE ENCHANTED METAL S H DDEN
GOLD'S DEMONS ROT YOU COBRAXIS I'LL NEVER TELL YOU WHERE TO F ND T
SSSSS
SSS SSS
BRA
WHAT'S THE MEANING OF TH S ? YOU RE NTERRUPTING THE MIGHTY COBRAXIS AT HIS WORK
NOW I'LL HAVE TO PUN SH YOU HEE HEE HEE HEE
THE NTRUDERSSS APPROACHING THE NORTHERN SSERVICE PASSSAGE
I HATE BAD NEWS
NOW FOR YOUR PUNISHMENT LITTLE SPY SNAKE SQUEEZIE SQUEEZIE HEE HEE
WIZARD-PRIEST COME HERE
WIZARD-PRIEST VIPRAX AT YOUR SERVICE
DEAR SWEET V PRAX. BR NG THE NTRUDERS TO ME

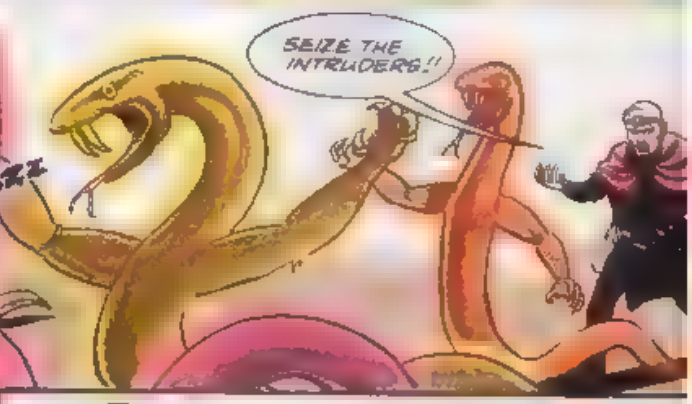
I RUSH TO OBEY MIGHTY COBRAX'S

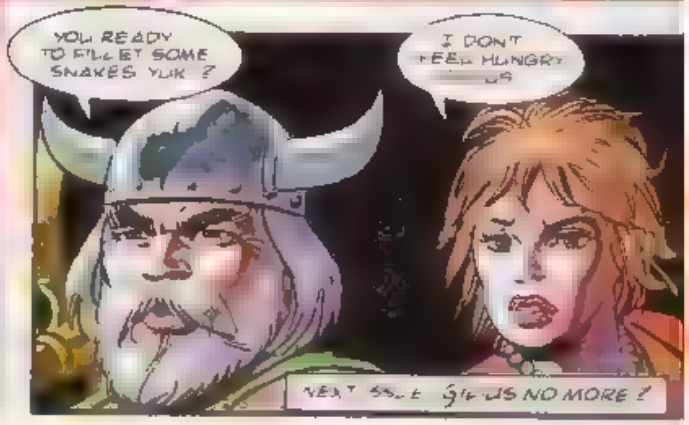

I'M READY I'LL EASILY BEAT HIM

MY MAGIC RAINBOW SNAKE DUST WILL CAPTURE THOSE TWO


VIPERAE ARCUS PLUVIUS, OPPUGNANT!
RSHRSHRSHSSSSS

SZZSSSZZ


SEIZE THE INTRUDERS!!


YOU READY TO FILLET SOME SNAKES YUK ?
I DON'T FEEL HUNGRY

Q Zone

Another World — Codes

Another World gives you the opportunity to solve puzzles and guide that dude, Lester, home to his home in this above average 3D animated game. Remember, if you happens are having problems guiding him, have-a-go at the level codes to help you out:

LEVEL	CODE	LEVEL	CODE
[illegible]	HTDC	7	K[illegible]FB
[illegible]	C[illegible]D	8	BF[illegible]X
4	[illegible]BKG	9	BRTD
5	XDDJ	10	TFBB
6	FX[illegible]C	[illegible]	TXHF
[illegible]	CK[illegible]	[illegible]	[illegible]FCK

Pitfighter — Tips

Pitfighter is a game featuring elements of both wrestling and street fighting. It is a recommended fighting game, especially when playing with a friend. If you have been having problems then try the following cheats

To gain extra continues, select your favourite character and play to level 5. When you fight Mad Miles pause the game, plug another joypad into port [illegible] unpause and press Start on pad 2. Select a character and you shall start with these extra continues. Beat-up your former character and use [illegible] game

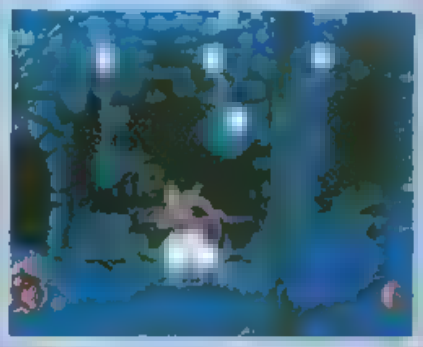
Predator — Codes

Predator is a very nice game for the Master System. It includes good graphics, decent sound, but is fairly hard. If you have found it hard going getting to the later levels, here are five codes to help you

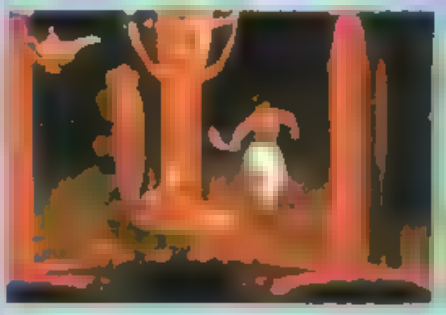
LEVEL	PASSWORD
2	SPOCGURD
3	ROTADERP
4	SEGATSOH
5	NAGIRRAH
6	LA CIFFO

Aladdin — Tips

The second best Sega game ever created (Sonic is first, of course!) **Aladdin** was greeted with amazement by everyone due to the standard of animation. With the majority of Sega owners either having the game or due to get it for Christmas, I thought I would give you some tips to help you along the way

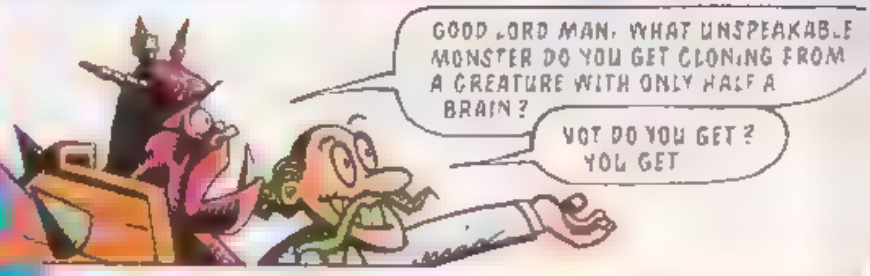


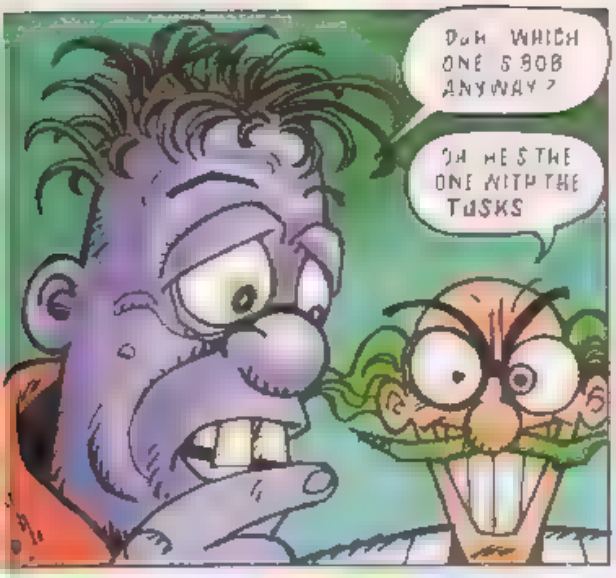
1. Remember to touch the Blue Vases in the event of you dying, this enables you to re-start from this point instead of the beginning
2. If you are finding it difficult to get past the knife-throwing baddies, try using the Apples more often before you reach them. A good idea is to jump on the Knife after it has been thrown to stop your enemy being depleted [illegible] you can. This way, when the level is [illegible] you have a chance to earn more lives etc on the [illegible]
4. Whenever you see a Camel, jump on its back to get rid of enemies
5. At the end of the level Agrabah Rooftops you will encounter the first two bosses. The first one is easy, hit him eleven times but watch out for his fast moving sword. The second boss is also easy if you know the technique. When a barrel is thrown, jump in the air and throw an apple. Repeat this to defeat him
6. During Abu's bonus rounds, keep to the centre of the screen. That way when anything falls from the sky you can quickly determine which way to go to avoid being hit



Decap Attack

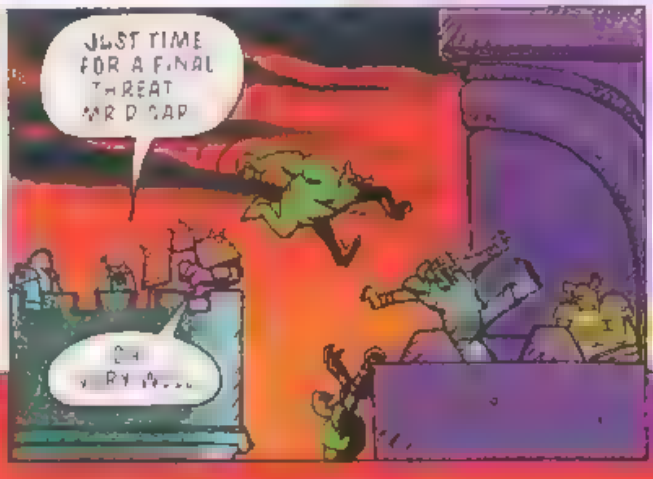
STARRING CHUCK D. HEAD!




DUH WHICH ONE IS BOB ANYWAY?
OH HE'S THE ONE WITH THE TUSKS

BOB WAIT! I WANT TO DO THE GOLD RUN!
FASTER RUPERT FASTER

RETREAT MEN
IT'S AN EMERGENCY MOVE!


JUST TIME FOR A FINAL THREAT MR D'SAP

YOU MAY HAVE BEATEN ME THIS TIME, BUT I'LL BE BACK WITH A VENGEANCE.
THAT WAS LOVELY THANK YOU

THEY'RE REALLY LEAVING...
VE'VE VON! BUT VHAT ARE VE GOING TO DO VITH DIS MISERABLE CREATURE?
RUMMBLE!
LEAVE HIM TO ME...
OKAY, PAL, WHAT 'D' IS AN ANCIENT PLACE OF IMPRISONMENT AND TORTURE?
OOH, I KNOW THIS ONE! DON'T TELL ME, DON'T TELL ME...
IS IT 'DESERT'? NO, HANG ON A MINUTE... 'DENTIST'? 'DENMARK'? 'DARLINGTON'?

VELL, WOULDN'T YOU KNOW IT. TEA-TIME ALREADY. COULD I INTEREST YOU IN A HOB NOB?
WELCOME TO FRANK N. STEIN'S DUNGEON
'DUODENUM'? 'DRAIN'? 'DELICATESSEN'?...RATS! I'M NEVER GOING TO GET TO THE HOT SPOT!
NOW I WOULDN'T SAY THAT EXACTLY...
AARRGH!
WELL, BOOMERS, IT'S BEEN A LONG SIX ISSUES, BUT WE MADE IT. BE HERE NEXT TIME WHEN WE BRING YOU SOMETHING SENSIBLE.
MORE COMPLAINTS, MR MEGADROID.
ALL RIGHT, PUT THEM WITH THE REST...
END – FOR NOW!

SPEEDLINES

Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.

Shoppers' Paradise

Dear STC,

I was walking around the local supermarket with my gran, bored out of my mind, while she bought lots of rubbish. I decided to wander off and look at the magazines and then I saw it - **Sonic the Comic**. I ran back with the issue to my gran shouting: "Can I have IT" "O.K.", she said, and I rose it all the way round the aisles until we got to the check-out counter.

Christopher Guest, Alderley Edge, Cheshire. Sonic Water Fun Game Winner.

So, Christopher, you only want to know your kindly gran when you need something from her. Have you thought of becoming a politician when you grow into a bigger bum?

Never mind the Red Devils, here's a case of the Blue Hedgehog, disguised as Sonic McClain. By Billy Oliver, Bagulley, Manchester. Sonic Water Fun Game Winner.

Fans of Sonic and Tails come together at the Carlisle Summer Play Scheme. Sent in by Bill Taylor, N. Lancing, Sussex. Sonic Water Fun Game Winner.

S-T-She

Dear STC,

What I want to know is: **are there any other girls out there?** I'm sure I'm not the only girl who reads STC. Computer games are not just for boys. I also think you should print more letters and drawings. Apart from that, keep up the good work.

Helen Williams, Newport, Gwent. MD owner. Sonic Water Fun Game Winner.

Actually, Helen, I sympathise with the home who thinks he's in charge, because of the two bossy female-types here at STC. But I do agree that computer games are not just for boys - or humans, for that matter.

What a Load of...

Dear STC,

After reading through an issue, I thought, 'what complete pile of . . . quality reading'. Not a black and white rip-off in sight. Excellent! But I must say that you should always include free gifts like stickers and badges just to make it more than worth it.

Mark Warne, Chichester, West Sussex. Sonic Water Fun Game Winner.

What a complete . . . coincidence, Mark. You must be ecstatic after our recent spree of free cover gifts.

Blue Humour

Dear STC,

I am so jolly, I've decided to write some hedgehog jokes:

Q: What did the daddy hedgehog say to his naughty son before he spanked him?

A: This is going to hurt me more than it hurts you.

Q: Who won the boxing contest between the hedgehog and fox?

A: The hedgehog - on points.

Kevin Galvin, Harlesden, London. MD owner. Sonic Water Fun Game Winner.

Mega-Porkies

Dear STC,

I must tell Megadroid to stop lying - he must get paid as he said so in issue 3.

Michael Wilson, Sprowston, Norwich. Sonic Water Fun Game Winner.

An old home proverb: Don't believe everything you read in the press.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megalicious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 672267.

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WHO ARE YOU?

Tell us your name, age & address.

NAME.....
ADDRESS.....
.....
.....
.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....
SCORE/ACHIEVEMENT
.....
.....

SYSTEM:- (please tick)
MD ❑ MS ❑ GG ❑ MCD ❑

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....
.....
would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....
2.....
3.....

HOW DO YOU RATE ISSUE 15 OF STC?

❑ %